

**DRAHSID & QAZ'S GUIDE TO MAJESTIC,
MONSTROUS, AND MYSTERIOUS CREATURES**

AND OTHER SHENANIGANS

FOREWORD

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LUTRINAE'L

"What's the holdup!?" A strange voice barks from the port side of the raft. The party of adventurers look over to where the voice seemed to come from but find nothing, instead the strange voice barks from the other side of the raft, "I was just about to catch myself the biggest carp but oh-ho! You lot come through and scare the school away!" A dog-like head pops into sight."

-Hydra Slayer Dar'kys

Wet woodland dense with enemies, the hunter species can be seen with unmatched speed on both lands and waters. Their keen senses and superior abilities are feared by many. It is common knowledge that strength, and speed in hunting is the common among all Lutrinae'l.

DISTINCT HUNTERS

Lutrinae'l have been many small hunter groups since before the Fey. The Lutrinae'l is not often found worshipping the gods, though they were created by Malar, God of the Hunt. This is why they are often found on the hunt for different creatures, in some cases this is simply for game or fun; not to feed. The Lutrinae'l often team up with other adventurers with the goal of hunting larger prey, more ferocious prey, the thrill of slaying such can be seen as more than enjoyable. In modern day, Lutrinae'l generally team up with adventurers with a high risk, high reward mindset. Many races which are alien to Lutrinae'l dislike the thought of a Lutrinae'l, since their only encounter would have been in books or with a very territorial member of the species. As time progresses, the scale of creatures that Lutrinae'l wish to combat increased, causing many to perish simply because they put effort towards fighting creatures of monstrous magnitude. This does not distraught the Lutrinae'l: to die to a great enemy is to die in glory.

GNOMISH HATE

Many Gnomes have a great hatred towards the Lutrinae'l; they are often referred to as "Water-rat", a nasty slur. Gnomes are unkind to the Lutrinae'l because they despise their culture and way of life. In recent times, however, relations are improving. It is still common to see the Gnomes' express displeasure, however with the ever-changing Lutrinae'l, the Gnomish race has become far less harsh; the mentality lingers.

NEW TIMES

There is a cultural divide between Lutrinae'l. On one hand, some believe that perhaps they ought to live a modern lifestyle. Most Lutrinae'l are very reclusive and against the idea of joining up with other adventurers unless their survival demands this of them. These Lutrinae'l are very territorial and feel that the adventuring lifestyle does not have a great return on investment. On the other hand, the other Lutrinae'l have great hopes, and for that chose the adventurer lifestyle. They seek powerful allies to slay fiends of unimaginable size, for unimaginable reward. This cultural divide is mostly one-sided, in favor of the newer adventuring lifestyle. Because of this, it is becoming more and more uncommon to spot a Lutrinae'l in their natural habitat.

ANCIENT ANCESTRY

The Lutrinae'l have existed longer than the Fey. The Lutrinae'l, however, were not the same, since they began as creatures which stood on four legs. Back then, the Lutrinae'l stood at about half their average height. Over time, the Lutrinae'l evolved to become the bipedal species of today. In old scripture, it is written that their evolution was assisted by Malar, the God of the Hunt. This was done with the intention to make a greatly murderous species, however, this plan seems to have failed.

SOCIETY

The Lutrinae'l society is a loose association of individuals, as Lutrinae'l seldom interact with each other; it is not often that they form large groups. An exception to this is when a Lutrinae'l will mate, causing the couple to have a long-term relationship. Lutrinae'l often have traditional families, which disband once the pup is grown; the parents return to hunting. Lutrinae'l do not take kindly to intruders in their territory; using their superior hunting abilities they locate and remove anything that will put their lifestyle at jeopardy.

Because of the Lutrinae'l's swimming abilities, they are prized fishermen, sailors, and sea trackers.

PHYSICAL DESCRIPTION

The Lutrinae'l is an otter-like humanoid. They are often found with patterns on their fur that serve to define the animal's strengths. Lutrinae'l have small pockets on their legs that can hold small items. Lutrinae'l have a large chest and a skinny-smooth complexion to their body. They also have somewhat-webbed fingers and toes which help them swim, however only four on each palm. Lutrinae'l have comically round dog-like noses that bevel out of their face, as well as whiskers that can grow up to two inches long. Dark claws can be seen on the palms and feet of the Lutrinae'l.

NAMES

Lutrinae'l names are tribal and generally short. For the most part they end in -ao or with an ə sound. Sometimes names will be longer, with a contrasting parts.

Male	Drahsid	Haz	Gal'kyk	Kar	Lao
Female	Shir'li	Wer	Ry	Muy	Yao
Nicknames	Water-Rat	Rutter Rat	Dog Fish		

LUTRINAE'L TRAITS

ABILITY SCORE INCREASE

Your Dexterity score increases by 2 and your Charisma score increases by 1.

AGE

Lutrinae'l generally reach maturity at around the age of 10 years. They live for about 65 years, however can reach the age of about 120.

ALIGNMENT

Most Lutrinae'l are chaotic due to their nature, however they can easily shy away from chaos and learn the values of law.

SIZE

Lutrinae'l stand at around 5 feet to 6 feet tall. Your size is medium.

SPEED

Your base walking speed is 35 feet.

SWIM

You swim at a speed of 40 feet.

LANGUAGES

You can speak, read, and write Common and Sylvan. Sylvan is the ancient languages of the Fey, the reason for your understanding is your ancient ancestry.

CLAWS

You have 1d4 unarmed slashing damage.

DARKVISION

You have superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in Darkness as if it were dim light.

HOLD BREATH

You can hold your breath for one hour before you must breathe again.

INSTINCTUAL HUNTER

You are a naturally keen hunter, catching prey is in your blood. Because of this, you have proficiency in Perception, and Survival skills.

LUCKY ROCK

You have a rock that is particular to you, you go through a process soon after birth choosing this rock from the bed of a river. On d20 rolls if you roll 2 or lower you can reroll; but only once per short rest. You cannot lose this rock.



VOLANTE

"The adventurers, low to the underbrush, creep forth toward the terrible crunching and tearing. Once they come over a large fallen tree they spy a terrible Volante eating another, as he tears the arms and pulls the exoskeleton apart, the adventurers gasp- he quickly diverts his gaze to the group. It was at that moment that they realized that this moment was their last."

-The Volante Cannibal, Nelris the Huntsman

The distant hum of wings and the sound of fright exaggerate those to delve too far into the wood. The signs of danger and trails of fallen intruders are a clear sign of the Volante. The Volante live secluded into their wits and will fight until they are lifeless to protect their homeland. The idea of the Volante reminds one of risk and savagery.

ANCIENT FEAR

The Volante has been around for longer than most of the realm can recall. They were often referenced in the mysteries and myths of the past, acting as swamp monsters of arcane; monstrous forest beasts; and violent jungle anomalies. Many of these texts will exaggerate the sound of their wings' hum, the most common sign of danger. The Volante is rarely found on the outside of a biome often taking residence in the deepest and most secluded parts of the various biomes in which they inhabit. They prefer a moist, swampy environment, which is why they are not often found in dry areas. The Volante never recorded their history, so only the accounts of Volante in the past are found in the old libraries and on the shelves of sages; or the fateful notes of the once living. The Volante is not actually as frightening as the tales of time. In the past the Volante was without a doubt a horrible encounter for anybody; in modern day the Volante has begun to understand that they will become greater if they join normal people and adventurers, though this is against their nature. Because of this, the Volante is putting an effort towards becoming less and less conservative. Most Volante finds the challenge of joining a society to be far too difficult, with the disgusted and strange looks putting them into a state of unease. These Volante give up on this mission and resort to their more natural way of life.

PROTECTIVE AND INTELLIGENT

The Volante is well known for being territorial. They are greatly overprotective of their home, family, or friends. If the Volante finds importance in something, it will not give it up without first losing its own life. Legends say even their corpses continue to battle. The Volante are skilled fighters: because of this and their protective nature, they are seen as priceless companions for any adventurer. Though the Volante are relentless fighters, they will not simply throw their lives away, however: they are renowned for being quite intelligent and decisive. Volante as a species has survived for many ages because of these superiorities; regardless of their great weakness to the cold and to water, through their wits and natural abilities, the Volante has been able to overcome great challenges.

ROUGH CHILDHOOD

Though the childhood of the Volante only lasts for about three months, it is a greatly dangerous time of the Volante life. Many Volante is born, and few survive. This is revered as a true test of strength among the adults of the species, other Volante is highly respected amongst the race. In the beginning of their childhood, the children hatch from eggs which are laid in water. It is expected for only the strongest of the race to escape since water is a great weakness to the Volante. Because of this, adult Volante is consistently fearful of the water. Once the child Volante escapes the water, it takes approximately three months for their two sets of wings to grow. Once this process has finished, they are considered to be an adult and are likely to live much longer than their siblings.

SOCIETY

The Volante do not have an organized society so they act more as individual creatures who live to hunt and eat prey, be it a Bugbear or another Volante. There are sometimes outliers within the Volante, as when they do have peaceful interactions and dialogue with adventurers and other travelers, they can often lax on their harsh attitudes toward adventurers and can even be convinced to leave for a new life as an adventurer since it could bring reward to fill their greed. Some Volante even expects to be directly sought by adventurers, and personally, test their power before deciding if they should join or consume them. The reason there are few Volante in an area is that the strongest are often found killing and consuming the weaker members of their species as they can run the risk of overpopulating and destroying the food sources in the area. If the food supply is destroyed, the Volante often can become crazed and will savagely attack villages, caravans, and other Volante territories. It is common knowledge to stay away from Volante territory during their mating season, which is just before winter. At this time, male and female Volante are grouped up and vicious. The females lay their eggs in water, their eggs are to later hatch in the spring.

PHYSICAL DESCRIPTION

The Volante is a Dragonfly like humanoid. They have a dense chitin exoskeleton which is used as a natural armor against. A Volante's legs and arms are thin but shockingly strong. Volante has a long abdomen that extends into a tail like ending, sometimes it will curl up to compensate for it being longer than the individual's legs. A Volante's face is majorly made up of its huge buggy eyes, a nearly uncountable amount of small eyes in two large globes which are protected by a thick layer of transparent chitin. Some say the eyes look to be magical orbs. A Volante's hands and feet have only three fingers and a thumb, and it seems they lack a sizable palm. The four wings which are attached to the Volante are covered in an inch-thick layer of transparent chitin. You can see veins through this, as well as smaller details that make up the wings.

NAMES

Volante names end with -ar, -ak- and -el. For the most part the names have a very crude pronunciation.

Male	Glidar	Drak	Rygar
Female	Cyndel	Flacel	Estrel
Nicknames	Needle	Huge-Dragonfly	Pincer Snout

VOLANTE TRAITS

ABILITY SCORE INCREASE

Your Intelligence score increases by 2 your Constitution score increases by 1.

AGE

Volante generally reach maturity at the around the age of three months, the continue to live for about fifty years.

ALIGNMENT

Volante are very natural creatures, but due to their ways of life they can often be looked at as chaotic creatures by nature.

SIZE

You stand at about 6 feet tall. Your size is medium.

SPEED

Your base walking speed is 15 feet.

LANGUAGES

You can speak, read, and write Common and Sylvan. Sylvan is the ancient languages of the Fey, the reason for your understanding is your ancient ancestry.

COLD-BLOODED

You are vulnerable to cold damage.

HOVER & LUNGE

You can hover up to a maximum height of 10 feet; difficult terrain does not affect you. Whilst you hover, your base speed is 30. You can take a bonus action to lunge and fly an extra 30 feet. You cannot go prone. If your wings have been submerged in water, you cannot hover, nor can you fly until after a short or long rest.

NATURAL ARMOR

Your body is covered in Chitin, your Armor Class is 12 + your Dexterity modifier.

PERFECT SIGHT

Your two eyes are actually numerous smaller eyes which are shaped in a globe. Your sight extends behind you and you have proficiency in Perception. You can see invisible creatures and into the Ethereal Plane.



FEROX

"The tall, bulky, and furry shopkeeper looks down upon the short hooded man and says, "What can I get for yah' friend?" As he does so another hooded man walks in, and before the shopkeep knew it, they had drawn their blades and cackled, "I'll take yer' gold, all of it!" The shopkeep chuckles for a moment before grabbing ahold of the small man's throat and tossing him across the shop, unknowingly hitting the second fiend."

-Rickon the Shopkeep

Visible veins, rippling muscles, sweat dropping onto the ground. Immense strength and a hard-working attitude is the most defining feature of the Ferox. The Ferox have been crafted to kill, yet they live lawfully as any other species.

BLOODY ORIGIN

With the assistance of an experimental Wizard, Bane, the God of War, created the Ferox. Bane crafted the race to perfection to be war machines; their short history mirrors this perfectly. Though the Ferox abide by the law of the land quite well, the Ferox are sought after warriors who are renown for being hardly defeatable foes who stand tall and invoke fear. The Ferox, however, are quite oblivious to their reputation: war is their nature, not their intent.

Though most Ferox are warriors, some enjoy the more solemn life of a landworker, or shop-owner.

TOUGH LOOKS

Bane's image of a war machine creature keeps the connotation. The Ferox stand wide and tall, naturally resembling nightmares and fiends. Without knowing of the Ferox race, people are naturally afraid of the Ferox. Their fearsome appearance is unmatched; even an Owlbear backs away at such a sight. Because of this, Ferox attempt to stay in small communities so that they are known by the people and thereby do not invoke the same amount of fright as they otherwise would. These Ferox are generally well respected and not feared: since they enjoy hard work and difficult labor these Ferox are easily some of the most well respected in their communities.

HARD WORKING

You will never find a Ferox which doesn't work hard, as it is a part of their core culture to ensure they are productive; because of this, the Ferox aim to be productive. If a Ferox's productivity becomes minimal, they generally become extremely agitated, or in some extreme cases enraged. In the situation that a Ferox becomes unable to work, they would easily prefer death over life. Procrastination is not in the mentality of any Ferox. There have been many cases in which imprisoned Ferox, who are not subjugated to labor, will make attempts to break out of the chains or bars that hold them; these attempts are generally successful. For this, Ferox are seen as great partners for labor workers, sellswords, farmers, and more.

SOCIETY

The Ferox society resembles Human society quite easily; however, there is much more rough-play among the young children and physical training for the young adults. The Ferox are taught that death is nothing to fear, for others nor themselves. The Ferox are taught to work hard until they die or fall exhausted. The mating of the Ferox are quite different from other races, whereas the Ferox spend up to whole days mating with their partners, with multiple partners throughout their whole mating season. Because of this, the Ferox have many children, though these children mostly learn to take care of themselves.

PHYSICAL DESCRIPTION

The Ferox appear to be huge bipedal cat-likes. A Ferox has a long and wide torso and neck, which holds their wide head, with silly, stout and round ears. The eyes of a Ferox are usually an amber-yellow, however, some are lucky enough to receive deep blue eyes, and the nose of a Ferox is dog-like, though it's color reflects their fur. The fur is a single color gradient, usually brown, it is also quite dense and flat. The palms of the Ferox are wide and flat, though still resemble a five-fingered hand in shape. Even the weakest of Ferox are packed with dense muscles from their feet to their head, with their veins easily visible. The Ferox's tail is large and long.

NAMES

Ferox names tend to be succinct with generally and strictly ending with -on, -er, -ex, az, or -iz.

Male	Lerex	Qaz	Baxter	Norriz
Female	Cerex	Genovon	Ariz	Keferon
Nicknames	Death-Incarnate	Weasle	Snaggle-mut	Mongbeast

FEROX TRAITS

ABILITY SCORE INCREASE

Your Strength score increases by 2. Your Dexterity score increases by 1.

AGE

Ferox generally reach maturity at around the age of 6 years. They live for about 150 years, however can reach the age of about 200.

ALIGNMENT

Most Ferox are lawful, though battle-hardened warriors tend to be chaotic due to their war-loving blood.

SIZE

Ferox stand at around 7 feet 4 inches tall, and can extend to 8 feet tall. Your size is medium.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

You can speak, read, and write Common and Sylvan. Sylvan is the ancient languages of the Fey, the reason for your understanding is your ancestry.

HEAVY SWINGER

You can swing a weapon with such a great force that you deal 1d10 bludgeoning damage instead of the normal damage die. The receiving must succeed an Acrobatics saving throw against a DC of 13 or they will be knocked prone. For this turn, you cannot move.

MASCULINE

As an Ferox you are powerful. You gain proficiency in Athletics and Intimidation.

POWERFUL BUILD

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You are able to grapple and shove Large and Huge creatures.

PANGOLIATH

"...And as I took to my first expedition outside the forest I so dearly called home, I came to the realization that maybe there is more to this world than my small realm, and soon enough I met them; the party of adventures that would help me find my mate, and save Hagrush from an evil Lich."

-The Simple Life of Plux, by Plux the Peaceful

Humming a tune through the forest, a plump Pangoliath walks. Unbeknownst to many is the creature's immense wisdom; but the humble being seems content to a life of solitude and study.

HISTORY

The Pangoliath, throughout its long time, have been seldom seen participating in the areas outside their own realm. The Pangoliath as a species, is a lot of reclusive hermits, almost always disconnected with the current ongoings of the world outside. The history of Pangoliath is almost impossible to be recorded as a group collective, however many Pangoliath are often found to write their memoirs.

GNOMEISH CULTURE

In the early time of the Pangoliath, they were close to the Gnomes and melted much of their culture into their own. For that, you can see great similarities between the two races, as if without physical appearances they could be the same in the mind.

SOCIETY

The Pangoliath, as a species, does not have a cohesive society, however, every autumn the Pangoliath is enticed to go out and find a mate; they often travel great distances in this journey, until they either meet their demise or have successfully mated. Pangoliath find it very dishonorable to have not produced offspring and feel shame for those who have not. The young Pangoliath often stay with their mother and ride on her back until they are a young adult, at which time they leave to live on their own, or the mother has died.



PHYSICAL DESCRIPTION

The physical appearance of a Pangoliath is marked by large, overlapping plate-like scales. They are very wide and tall. Atop their long, thin neck is their tiny head with a nose that extrudes outwards. The Pangoliath's arms and legs are fairly stubby and have claws that are a couple inches long. Though the Pangoliath are covered in scales, their muscular stomach lacks these scales for mobility.

PANGOLIATH NAMES

(Make logic)

Male	Plux	Mantuk	Farut
Female	Dekle	Kobal	Weven
Nicknames	Scaled Rat	Rolly-Polly	Fat Belly

PANGOLIATH TRAITS

ABILITY SCORE INCREASE

Your Constitution score increases by 2, your Wisdom score increases by 1.

AGE

Pangoliaths reach adulthood at the age of 10 and they live for about 200 years.

ALIGNMENT

You are Neutral by nature.

SIZE

Male Pangoliath stand at around 5 feet tall, whereas female Pangoliath stand at around 4 feet 6 inches tall. Your size is medium.

SPEED

Your base walking speed is 25 feet.

LANGUAGES

You can speak, read, and write Common and Gnomish. Gnomish is the language of all great writers and scholars, and the majority of Pangoliaths live in a decent vicinity to gnome villages.

NATURAL ARMOR

Your body is covered in hard scales, your Armor Class is 13+ your Dexterity modifier.

SAFETY SHELL

You can roll up into a ball and increase your natural AC by 4. This lasts for one turn, and must take up the main action. Taking any other action cancels this effect. While in this state, your speed is 5 feet.

TONGUE LASH

You can launch your tongue to a maximum distance of 15 feet to latch onto small items, if the item is heavy then you must roll a strength check.



AMANITA

"As I entered this world the tribe shaman gave me by rites in the name of Kelemvor and the blessings of Lathander. They then gave me my name (which is attributed to the creature that was sacrificed to spawn) Pupel; after the dire wolf, I was borne to."

-Pupel

Strange appendages seem to drain the slain creature's body. The once small Amanita slowly grows, almost doubling in size. By the end of the hour, the once small and nimble Amanita turns to a large and ferocious beast.

HISTORY

The Amanita have existed since before the humans came into being. The Amanita form societies of hunter-gatherer tribes for the sake of survival. The Amanita is known for bringing large creature's to their camps and feeding off of them. With this, they grow to huge sizes by the end of their lives.

SOCIETY

The Amanita, also known simply as the Mushroom People, are a race of different tribe like mushrooms, who in almost all cases are hostile to other races. They often form basic tribes in the areas they spawn from.

PHYSICAL DESCRIPTION

The Amanita is the generic term for three different species, the first and eldest of the Amanita are the Amanita Caesar, often referred to as just Caesar Shrooms. The second is the Verna, and thirdly the Phalloides. Each subspecies has a distinct appearance, though they all have caps on their heads of varying sizes and they have an appearance that is similar to thick vines which shrink out into arms and legs. The Ceasar is orange. The Phalloides are green and white and generally have large caps on their heads. The Verna have very thin but wide caps and their bodies are completely grey.

AMANITA NAMES

(Make Logic)

Male	Pupel	Chik	Mam'oth
Female	Orsk	Ealf	Hu'Mon
Nicknames	Shroomfolk		

AMANITA TRAITS

ABILITY SCORE INCREASE

Your Strength score increases by 1.

AGE

Amanita reach adulthood at the age of 12 and they live for about 100 years.

ALIGNMENT

You are Lawful by nature.

SIZE

You stand at 4"2' to 5"2' tall, though you have the ability to modify your form. Your size is medium.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

You can speak, read, and write Common and Sylvan. Sylvan is the ancient languages of the Fey.

GROWTH

You have the ability to change your form. Taking this action will cause your speed to be 0 for one hour. To change your form, you must use organic matter, which can be extracted from carcasses. With every 10 lbs, you can modify your size by 1 inch, and you can only do this once per long rest. After one day your size revert to your original height; unless you continue to consume organic matter.

AMANITA CAESAR

The Caesar in recent history have diverted from the path of their fellow species and it has seemed they have evolved their society. It is thought a tribe of Caesar Shrooms spawned within an abandoned dwarven city and used the books and established dwellings to enlighten themselves. They are much more sophisticated than the other species of Amanita, and with this, they have grown to be less inclined to aggression and are more inclined toward appeasing their enemies and negotiating. The Caesar Shrooms employ non-organic building materials, such as stone and metal, in the construction of their cities, often choosing to live in the underground or in mountainous regions, as to have building materials at hand.

AMANITA CEASAR TRAITS

ABILITY SCORE INCREASE

Your Charisma score is increased by 1.

DWARVEN ARMOR TRAINING

You have proficiency with light and medium armors.

AMANITA PHALLOIDES

The Phalloides is probably the rarest of all of the Amanita. They grow sparsely among other spawns of Amanita and are often praised as shamans of different Amanita tribes; this is attributed to their affinity toward the arcane.

AMANITA PHALLOIDES TRAITS

ABILITY SCORE INCREASE

Your wisdom score is increased by 1.

ARCANE LINK

You are immersed in a culture of arcana, for this you have proficiency with arcana.

AMANITA VERNA

The Verna is the most common Amanita people find, as they are often found hunting in forests. The Verna is extremely tribal and aggressive toward outsiders, they are found to lay claim to many small portions of the forests they inhabit, having their hunters patrol the area for the collection of wild animals and unlucky trespassers, often using poisons to subdue their targets, keeping them alive until they get back to the camp, where they use that opportunity to spawn stronger Verna Shrooms with the newly found organic matter.

AMANITA VERNA TRAITS

ABILITY SCORE INCREASE

Your Dexterity score is increased by 1.

MASK OF THE WILD

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

NATURAL POISON RESISTANCE

You are resistant to poisons caused by nature, for example a poisonous mushroom.



KINGII

"In all my years of study of the different races of Toril, never have I seen such a vile, chaotic force. These creatures are some of the most distasteful, dreadful, and utterly horrid things that I have ever had the displeasure of interaction. Truly they are failures of some sort, in all regards."

-Herald Pursuivant Draken's final letter to Herald's Holdfast

Beady eyes watch that watch from the shadow, waiting for the right time to strike. The Kingii leaps from his hiding spot, its bright frills daze its victim before the Kingii falls upon them, slashing out the victim's throat and leaving its initials carved into the victim's chest, for all to see.

GANG CULTURE

The common perception of the Kingii has taken its toll on the species as a whole; this effect is most evident in Kingii who are raised in large cities and towns. In these places, the Kingii are often ghettoized in extremely impoverished areas, where crime is often the only source of income. When a group of Kingii comes together, a hierarchy is often formed soon after; in this hierarchy, there is an alpha male or female who leads, often tyrannically. Under the alpha are the close advisors and friends who are used as strongmen to ensure the rule of the alpha is secure. And lastly the underlings, who are the lowest of the hierarchy, often being debtors to the alpha, non-Kingii, and new gang recruits. Within this structure infighting is common and the structure is extremely dynamic, shifting almost weekly.

Every so often there will be Kingii that, due to more developed critical thinking, do not conform to the customs of the Kingii ghettos; these Kingii are often cast out of their homes and forced to live outcast to other Kingii. These Kingii often are great traveling companions, merchants, and assassins.

REGRETABLE ORIGINS

The Kingii originate as the result of a failed ritual within an isolated tribe of Mask worshippers. Despite not being inherently evil, they are often viewed as such; and so the general connotation towards the Kingii is very negative. This treatment has been so harsh that the culture of the race reflects their treatment well as the thought of Kingii implies riff-raff, even among the Kingii themselves.

SOCIETY

The Kingii are extremely territorial, so much so that the slightest transgression or invasion of personal space is seen as a monumental act of disrespect. The Kingii leave their pride in their frills, claiming that the size and colors of their frills make them greater than each other; this often leads to infighting within Kingii communities.

The general idea of why the Kingii has such a pride in their frills is because they act as heirlooms, past from father to son, and mother to daughter. Often if any disrespect is passed upon them or their glorious frills, the insulted Kingii will often scheme a plot to intimidate or even murder the transgressors. These ambushes are often brutal shows of power, and they are used as messages to ensure that anyone who comes around must think twice before insulting the Kingii.

PHYSICAL DESCRIPTION

The Kingii appear as large, athletic, humanoid lizards. Hanging from their head is two large, separated frills. From the backside, these are opaque. From the front, they are semi-translucent and light up with mixed shades of unique colors. Their scales do not vary in color very much, they are mostly different shades of green and khaki. Their eyes are very dark and appear as simply large pupils. On their feet are long, finger-like toes. Much of their appearance is perceived as grotesque, as it is a result of a vile curse, however, this works toward the creature's advantage as they have learned that their looks can help intimidate creatures and people alike.

KINGII NAMES

Male	Rasuth	Molth	Geoth
Female	Fasos	Korso	Woslo
Nicknames	King-Flee	City Dreg	Lizardfolk

KINGII TRAITS

ABILITY SCORE INCREASE

Your Charisma score increases by 2. Your Dexterity score increases by 2. However, your Constitution score decreases by 1.

AGE

Kingii generally reach maturity at the age of 15. Kingii live for about 90 years.

ALIGNMENT

Due to the Kingii's extreme selfishness and disregard for others, you are chaotic.

SIZE

You stand at around 4 feet tall. Your size is Small.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

You can speak, read, and write Common. You can also speak Agamian, the language of the Kingii; this language is not written.

CAMOUFLAGE

You naturally blend into environments. For this, you have proficiency in Stealth.

LEER

You look and act intimidating. For this, you have proficiency in Intimidation.

SCARY FRILLS

As a reaction to being attacked, you can hiss and wave your frills about. The attacker must roll a Wisdom saving throw against a DC of your Charisma score. If the attacker fails then they have disadvantage on this attack. This can be used once per encounter.



LOPHRINA

"The ballroom was cleared and the mass of colorful Lophrina were ready to start their dance. The females line up atop the ballroom's balcony, ready to choose their mates. The band started to play and the mass of birdfolk started to dance, flaunting their unique feathers and lavish clothing."

-Lord Ras'lun recalling a Lophrinas' mating ceremony

The Lophrina are charismatic and knowledgeable. There is a great amount of respect for them, and from them to others. No species has quite as much charisma as the Lophrina.

NOBLE ORIGINS

The Lophrina was born amongst the High-Elves and because of that have incredible cunning. Under the influence of the High-Elves, the Lophrina adopted a culture of nobility and high class. Despite this, they are still very likable and alluring. It is common to find Lophrina as successful creatives, entrepreneurs, and even political leaders because of their naturally great minds.

With minimal exceptions, some Lophrina succumb to savagery. These Lophrina are disregarded by the race as a whole and denounced as if they were mad.

DANCING CULTURE

In their free time, the Lophrina tend to practice their dancing skills. The females do this for fun; the males do this so that they are more competent when the times comes for them to compete for brides. Because of this, the Lophrina are incredibly acrobatic and skilled dancers, when compared to commonfolk.

BOLD AND PROUD

The Lophrina have a history of being true to their word and to their peoples, the Lophrina have very high morales. Never will you hear of Lophrina giving up, failing, or succumbing to defeat. The race is proud of their achievements and refuses to accept failure. Many respect their wit, and generally have an effort for diplomacy over conflict.

SOCIETY

Lophrina society has merged with High-Elf society quite well. There is a major difference, however. That difference is the minimal amount of Lophrina females. There are as few as ten percent of the Lophrina population being female. Because of this, there is intense fighting for mates, and the females are regarded as exceptionally important. These fights are not fist-fights or displays of strength; rather these fights are dance competitions. When a female is ready to mate, the men gather and dance, the female will deny up to twenty men before choosing the one which is her favorite dancer. The Lophrina men generally respect this decision and do not hold grudges.

PHYSICAL DESCRIPTION

The Lophrina are humanoid bird-likes. The males have black and purple feathers covering their body, with a large ring of green feathers circling their neck. In contrast, the females have brown and grey feathers covering their bodies with a much smaller, brown ring circling their neck. From the shoulders to the chest, the color of the feathers is the same as the color of their neck ring. Though the hands of the Lophrina are feathered, they are not wings: in fact, the Lophrina cannot fly. The legs of the Lophrina end with anisodactyl talons (three talons in the front, one talon in the back) The beak of the Lophrina is tiny in width and height; long in length. The eyes of the Lophrina reflect the color of their neck-ring.

LOPHRINA TRAITS

ABILITY SCORE INCREASE

Your Wisdom score is increased by 2, and your Charisma score is increased by 1.

AGE

Lophrina generally reach maturity at the around the age of thirty years, and continue to live for about three hundred years.

ALIGNMENT

The Lophrina is very calm and is never Chaotic.

SIZE

You stand at around 5'6", your size is Medium.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

You can speak, read, and write Common and Elvish. Your reason for knowing Elvish is because you were raised around many High-Elves and other nobles-types.

DEFT DANCER

You are naturally skilled when it comes to moving. For this, you have proficiency in Acrobatics and Performance.

WELL-ROUNDED

You have aquired great knowledge from your schooling and personal studies. For this, you have proficiency in Insight.

CHARMING

You are naturally charming and charismatic. Once per long rest, you can attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails it is charmed by you until the for one hour, or until you or your companions do something harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends it does not know that it has been charmed.

GIANT AXOLOTL

The Giant Axolotl resembles a large amphibious salamander. The Giant Axolotl lacks any real physical prowess or even teeth for that matter; however the Giant Axolotl has developed a vacuum like inhale that is so powerful it can uproot small trees. The Axolotl preys on anything it can get into its mouth, from fish to adventurers.

Waterbound. The Giant Axolotl is a decently rare creature to find, however you are most likely to find these creatures in the freshwater lakes, both underground and above. They also can take up residence in wet caverns, dungeons, and other moist places. However the creature requires a large body of water to be submerged in at least for four hours every day.

Suckers. The Giant Axolotl's main defense is also its main offense. The creature opens its mouth wide before it starts to suck in air and any loose items in the vicinity. When the creature is finished, its digestive tract can send out any non-edible items out and digest any organic materials. The Giant Axolotl is extremely dangerous in long corridors and such, which is why the Giant Axolotl is often bred to act as guard dogs for dungeons.

Physically Lesser. The Giant Axolotl's skin is a semi-translucent mucous based substance, the skin is able to resist most blunt damage, however the skin can be easily pierced and cut. The Giant Axolotl's movement ability outside of water is also quite lackluster, but when the creature is submerged it is able to swim at a decent pace. In addition to the creature's skin and movement being weak, the creature's arms are used primarily for movement and are rarely seen being used for protective or offensive purposes.

GIANT AXOLOTL

Large amphibion, neutral

Armor Class 5 (natural armor)

Hit Points 22 (2d10 +2)

Speed 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	7 (-2)	18 (+4)	1 (-5)	7 (-2)	1 (-5)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (450 XP)

Amphibious. The Axolotl can breathe water and air

Bludgeon Resistance. The Axolotl's skin is very resistant to any form of bludgeon damage.

Quick Swimmer. The Axolotl can swim at a much faster speed than most humanoids.

Water Creature. The Axolotl has advantage on any combat or movement related rolls when completely submerged.

Actions

Inhale. The Axolotl takes an action to open its mouth and start to inhale, vacuuming in anything not nailed to the ground. Any adventurers caught in the cone of effect will need to roll for strength; every one hundred pounds the adventurer is they receive a +1 to the roll, as well as if they are wearing heavy armour. If an adventurer fails they are sucked into the creature's mouth, for every turn the adventurer is inside the Axolotl they will take 1d8 acid damage; if the adventurer is in the creature for more than three turns, any metal items will be destroyed. To escape the Axolotl it must either die or you must roll a dex save.

Roll Over The Axolotl can roll over onto adventurers at its side. The adventurer must roll an Acrobatic saving throw, however if the adventurer fails this roll they will take 1d6 of damage.